Amendment to the Claims

1-46.   (Canceled)

47.   (Currently Amended) A method for controlling content playback related information in a network including a server, a playing device, and a~~t least one~~ control device, the at least one control device being used for controlling the server and the playing device, the server and the playing device configured in either ~~different location~~a push mode or ~~same location~~a pull mode, the method being performed by the at least one control device and comprising:

matching a protocol and a data format between the server and the playing device, the server and the playing device configured in ~~same location~~the pull mode~~, wherein transport state values and rendering state values are, when a media content is reproduced according to the same location mode, used in same device for streaming and rendering the media content, the transport state values associated with current streaming status of the media content and the rendering state values associated with current rendering status of the media content, the transport state values and the rendering state values being transmitted separately from the media content, and the media content including at least one of audio data and video data~~;

requesting the playing device matched with the server in the protocol and data format to receive and render ~~the~~ media content streamed from the server,

wherein transport state information is associated with a streaming status of the media content and is used by an audio/video (AV) transport service,

wherein rendering state information is associated with a rendering status of the media content and is used by a rendering control service, and

wherein when the server and the playing device are configured in the push mode, both the AV transport service and the rendering control service are executed by the playing device;

~~requesting~~transmitting, when playback of the media content by the playing device is paused, a request to the playing device to transmit the transport state ~~values~~information and the rendering state ~~values~~information ~~associated with a current playback status of the media content to the control device, whereby the current playback status is stored in the server,~~pertaining to a volume value of the paused media content to the at least one control device; and

~~sending a first command including the transport state values and the rendering state~~

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~~values transmitted from the playing device to the server to store the transport state values and the rendering state values~~requesting the server to store in the server, the transport state information transmitted from the playing device to the at least one control device, and the rendering state information including the volume value transmitted from the playing device to the at least one control device,

wherein the at least one control device ~~requests the server to transmit the stored transport state values and the stored rendering state values to the control device~~performs a resuming playback operation from a paused part of the paused media content when playback of the paused media content is resumed by the playing device,

wherein the resuming playback operation comprises:

receiving the stored transport state information and the stored rendering state information from the server,

~~wherein the control device sends a second command including the transport state values and the rendering state values transmitted from the server to the playing device such that the playing device sets the rendering state values included in the second command and the transport state values included in the second command for recovering the stored playback status of the media content, and~~transmitting a first command including the stored transport state information received from the server to the playing device to set the playing device with the stored transport state information included in the first command,

transmitting a second command including the stored rendering state information received from the server to the playing device to set the playing device with the stored rendering state information included in the second command, and

wherein the media content is streamed from the server to the playing device according to the set transport state ~~values~~information such that the media content is streamed from the paused part of the media content and is rendered in the playing device according to the set rendering state ~~values~~information such that the playing device renders the streamed media content using the stored volume value transmitted from the server.

48.   (Previously Presented) The method of claim 47, further comprising comparing the protocol and the data format between the playing device and the server to prepare a connection between the playing device and the server.

49.   (Canceled)

50.   (Canceled)

51.   (Currently amended) The method of claim 47, wherein the transport state information and rendering state ~~values~~information are stored in the server with identification information for identifying the stored transport information and rendering state ~~values~~information.

52.   (Currently Amended) An ~~Apparatus~~apparatus for controlling a server and a playing device included in a network in order to control content playback related information, the server and the playing device configured in either ~~different location~~a push mode or ~~same location~~a pull mode, the apparatus comprising:

a control unit configured to:

match a protocol and a data format between the server and the playing device, the server and the playing device configured in ~~same location~~the pull mode~~, wherein transport state values and rendering state values are, when a media content is reproduced according to the same location mode, used in same device for streaming and rendering the content, the transport state values associated with current streaming status of the content and the rendering state values associated with current rendering status of the content, the transport state values and the rendering state values being transmitted separately from the media content, and the media content including at least one of audio data and video data~~,

request the playing device matched with the server in the protocol and the data format to receive and render ~~the~~ media content streamed from the server,

wherein transport state information is associated with a streaming status of the media content and is used by an audio/video (AV) transport service,

wherein rendering state information is associated with a rendering status of the media content and is used by a rendering control service, and

wherein when the server and the playing device are configured in the push mode, both the AV transport service and the rendering control service are executed by the playing device,

~~request~~transmit, when playback of the media content by the playing device is paused, a request to the playing device to transmit the transport state ~~values~~information and the rendering state ~~values~~information ~~associated with a current playback status of the media content to the apparatus, whereby the current playback status is stored in the server~~pertaining to a volume value of the paused media content to the control unit, and

~~sending a first command including the transport state values and the rendering state values transmitted from the playing device to the server to store the transport state values and the rendering state values~~request the server to store in the server, the transport state information transmitted from the playing device to the control unit, and the rendering state information including the volume value transmitted from the playing device to the control unit,

wherein the ~~controller requests the server to transmit the stored transport state values and the stored rendering state values to the apparatus~~the control unit performs a resuming playback operation from a paused part of the paused media content when playback of the paused media content is resumed by the playing device,

wherein the resuming playback operation comprises:

receiving the stored transport state information and the stored rendering state information from the server,

~~wherein the controller sends a second command including the transport state values and the rendering state values transmitted from the server to the playing device such that the playing device sets the rendering state values included in the second command and the transport state values included in the second command for recovering the stored playback status of the media content, and~~transmitting a first command including the stored transport state information received from the server to the playing device to set the playing device with the stored transport state information included in the first command,

transmitting a second command including the stored rendering state information received from the server to the playing device to set the playing device with the stored rendering state information included in the second command, and

wherein the media content is streamed from the server to the playing device according to the set transport state ~~values~~information such that the media content is streamed from the paused part of the media content and is rendered in the playing device according to the set rendering state ~~values~~information such that the playing device renders the streamed media

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content using the stored volume value transmitted from the server.

53.   (Previously Presented) The apparatus of claim 52, wherein the protocol and the data format between the playing device and the server are compared to prepare a connection between the playing device and the server.

54.   (Canceled)

55.   (Canceled)

56.   (Currently amended) The apparatus of claim 52, wherein the transport state information and the rendering state ~~values~~information are stored in the server with identification information for identifying the stored transport state information and rendering state ~~values~~information.

57.   (Canceled)

58.   (Canceled)